



PLAYER NAME:

CHARACTER NAME:

BACKGROUND SUMMARY: Write a single paragraph (no more, no less) that tells us who your character is. The ST team want to be able to grab your concept instantly, and write cool and appropriate scenarios, which your actions can turn into story. We have to do this for lots of players, so the more succinct you can be the easier personal plot is to write for you.

THEME: Remember that your character's virtue and vice, and the conflict between them, summarise the theme of that character's story. Think about them in terms of a question that the character 's story is there to answer. What is that question?

CONTRIBUTION: What does your character add to the game as a whole? Why are they in Birmingham? Why would they turn up to meetings?

DRAMATIC HOOKS: The game is about drama during play. To create a drama ideal for your character, we need to know what they care about: Passions, Drives, Ideals, friends, loves and Goals. Summarise a few of these in short statements.

KICKER: A kicker is an event that happened in your character's recent past. Not just any event, it's one that shook their personal world, demands action, but is as yet unresolved. Please provide details of recent significant events in your characters story, or events which you would like to have happened